

FIG. 1a

FIG. 1b is a block diagram of a video processing system.

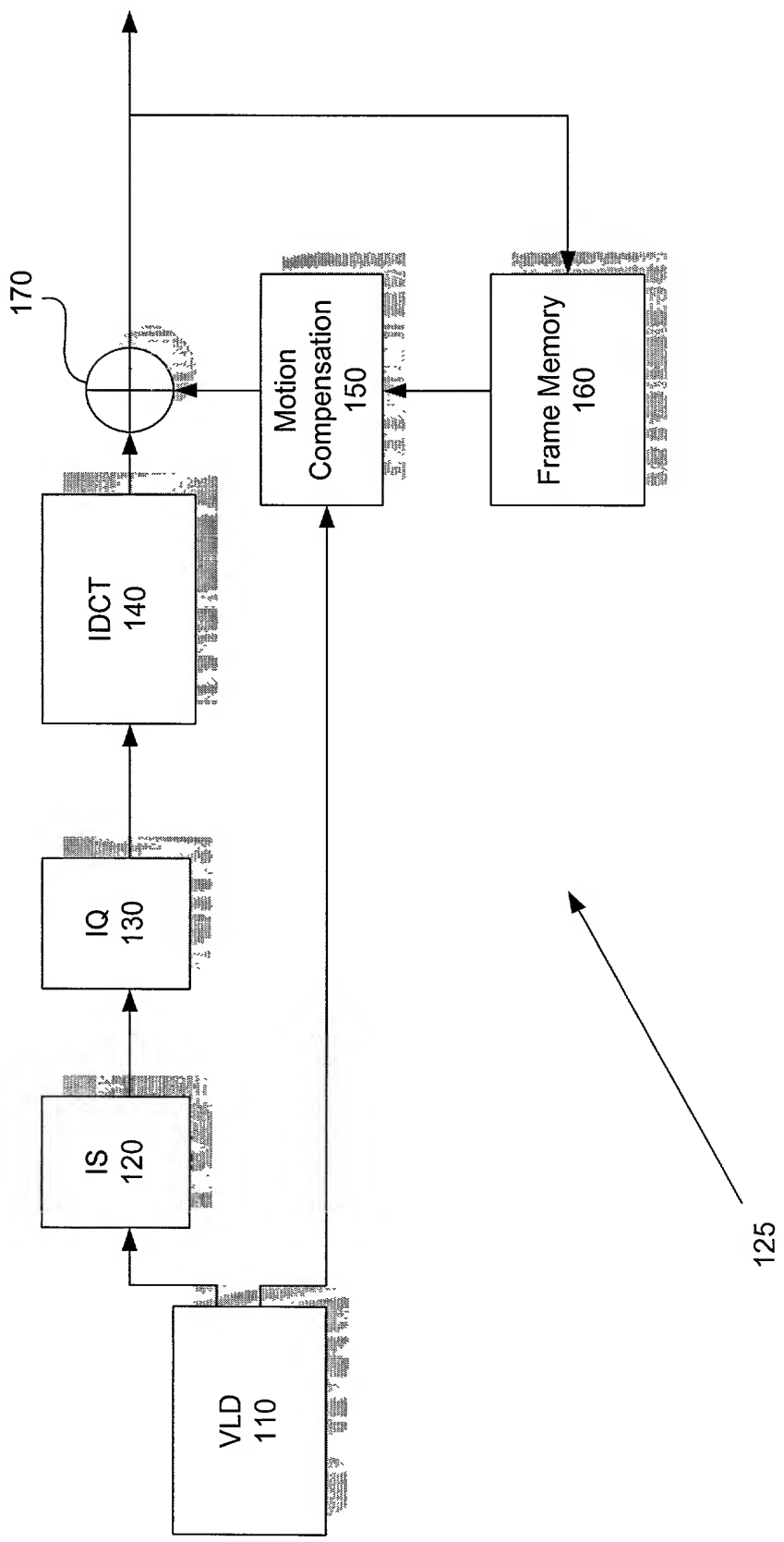


FIG. 1b

FIG. 2 is a block diagram of a system for motion compensation. The system includes an input from an IQ unit, a 1D IDCT block, a transport/storage unit, and an output to a motion compensation unit.

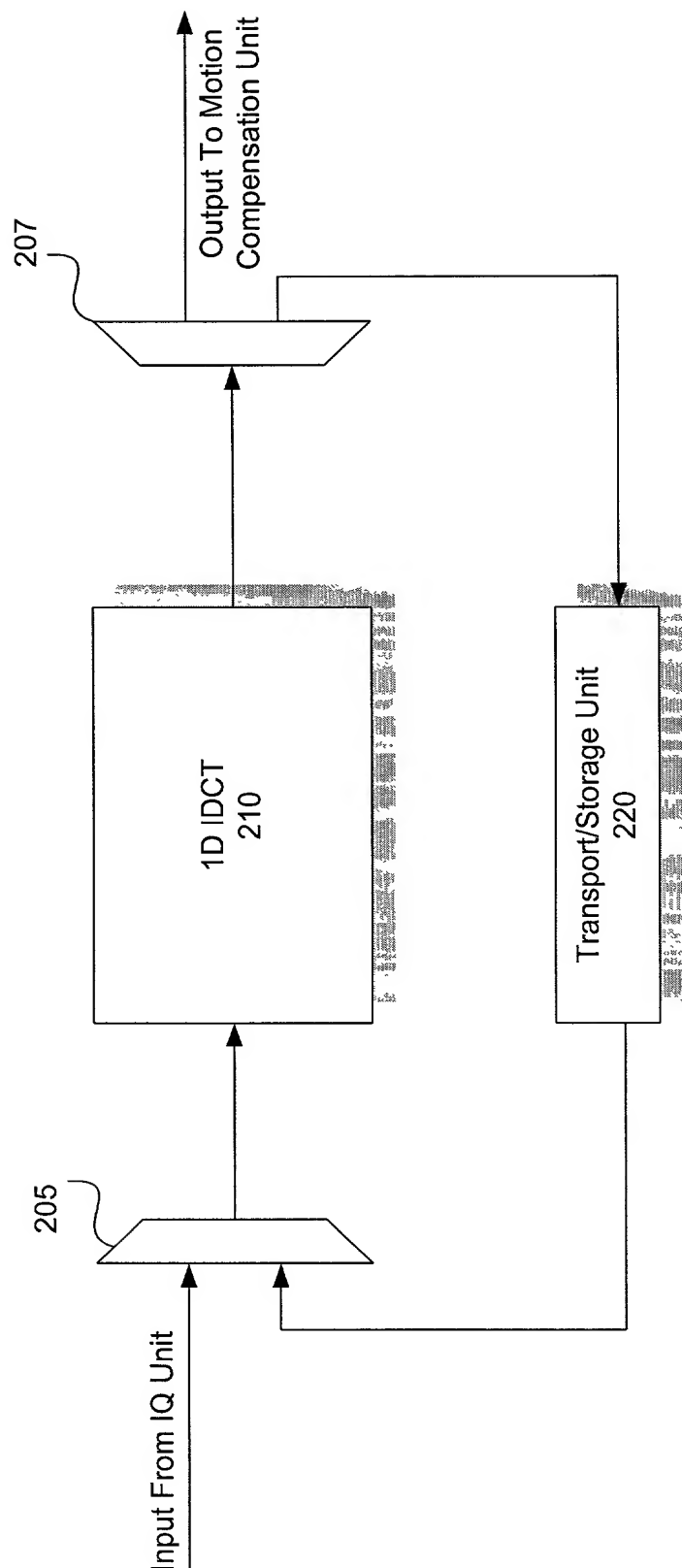


FIG. 2

305

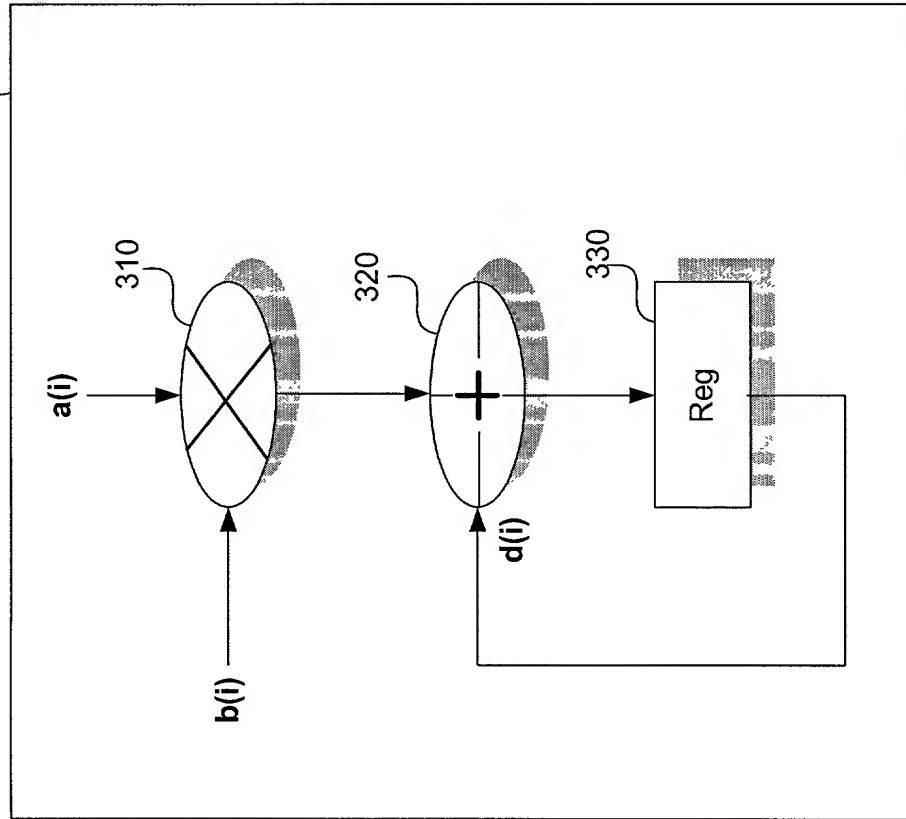


FIG. 3

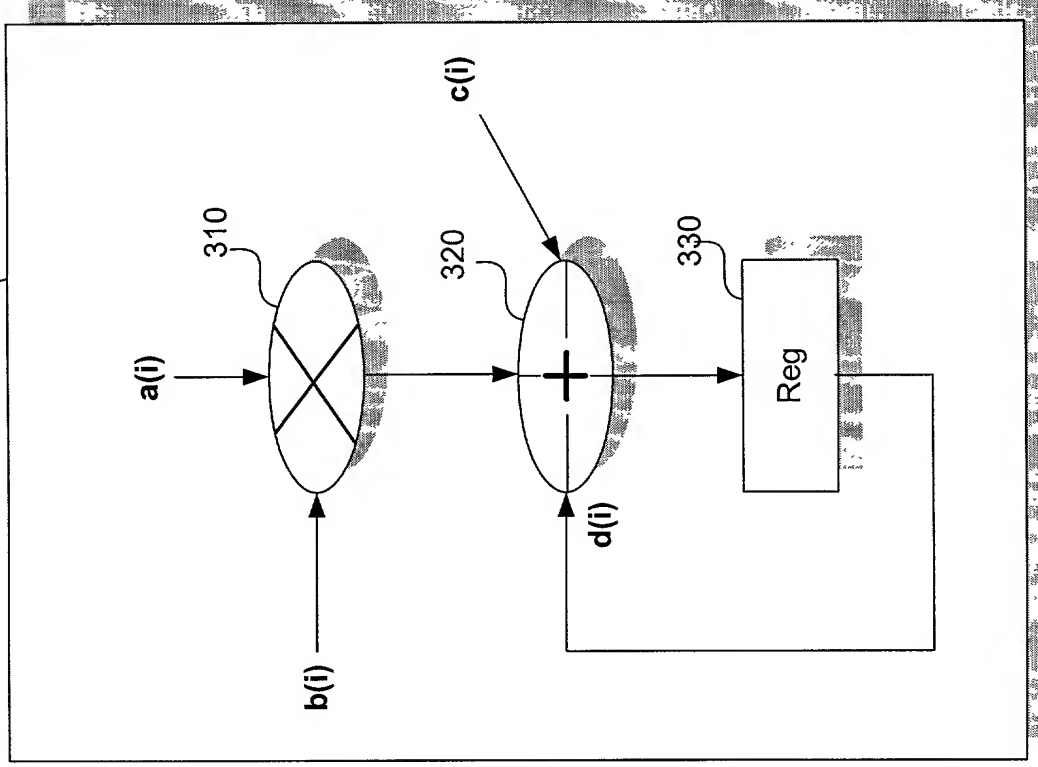


FIG. 4

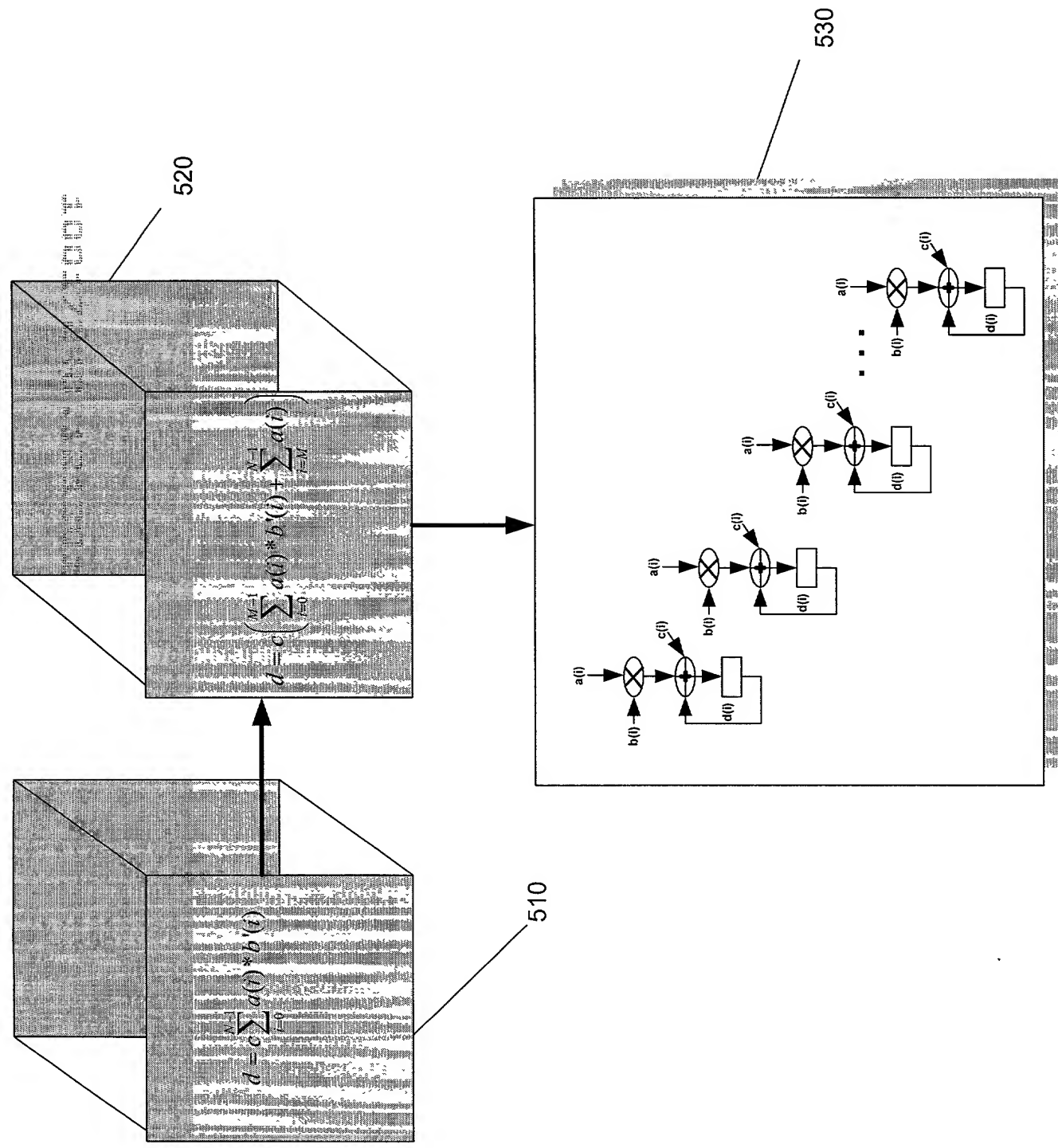
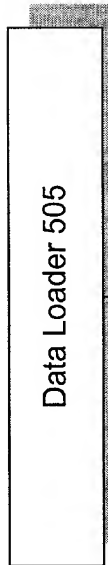


FIG. 5

FIG. 6 is a block diagram of a data loader 505, which is configured to load data into a register 500. The data loader 505 is connected to a register 500, which is configured to store data. The data loader 505 is configured to load data from a memory 502 into the register 500. The data loader 505 is configured to load data from a memory 502 into the register 500. The data loader 505 is configured to load data from a memory 502 into the register 500.



(y2 and y6)/y1/y5/y3/y7

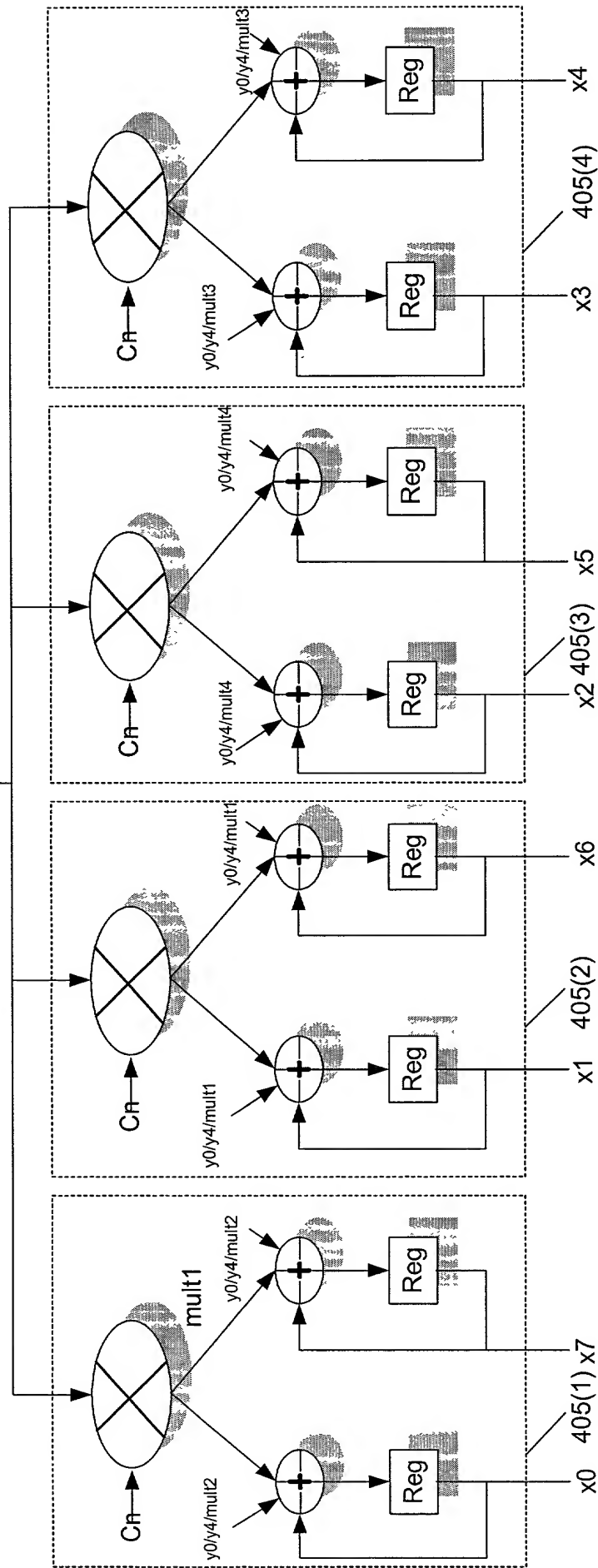


FIG. 6

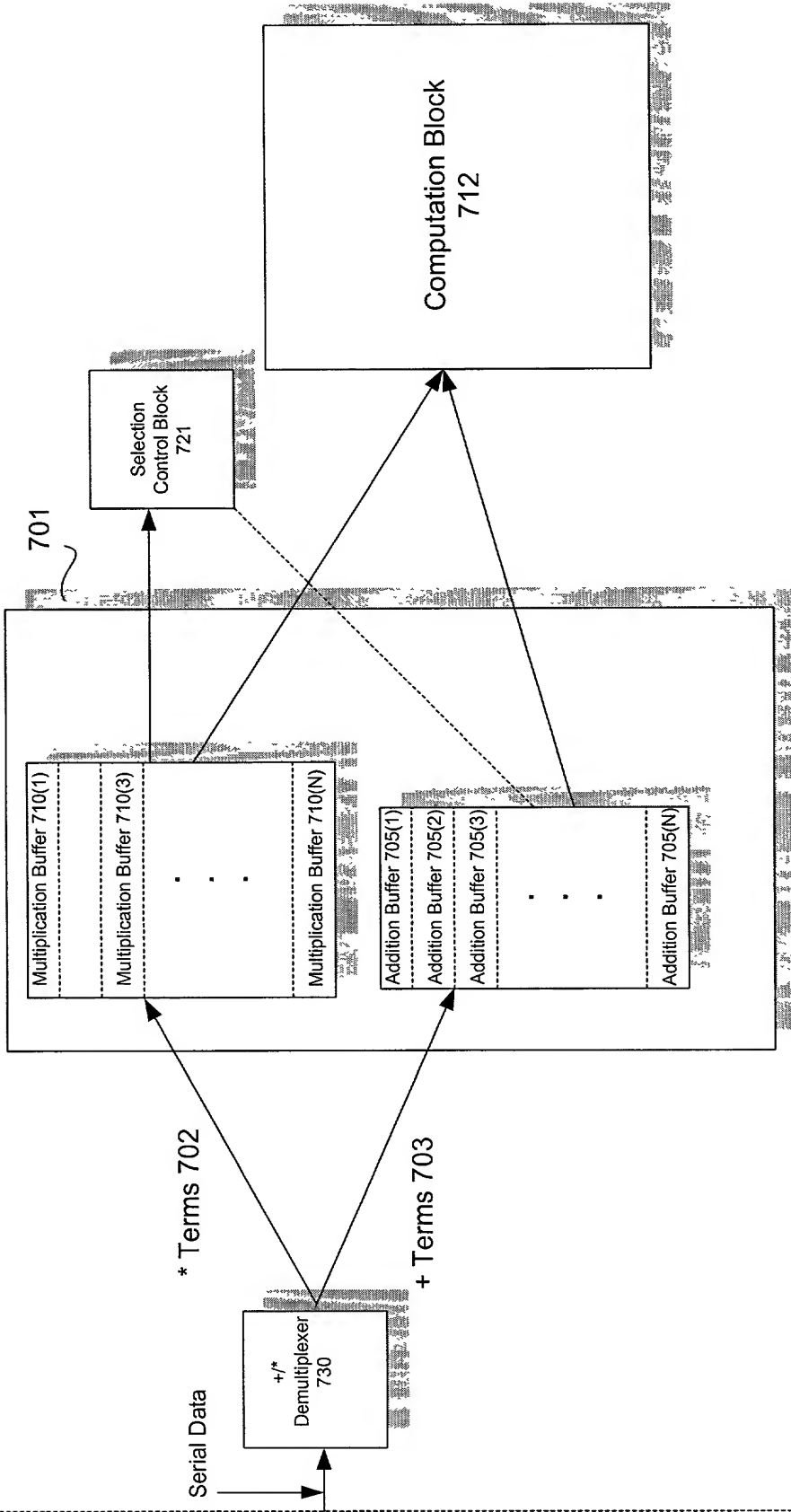


FIG. 7

Figure 8a shows a grid of 64 cells, arranged in 8 rows and 8 columns. The cells are numbered 0 to 63, starting from the top-left cell (0) and proceeding row by row. The grid is used to illustrate the mapping of a 2D spatial domain to a 1D sequence of cells.

| | | | | | | | | x |
|---|----|----|----|----|----|----|----|----|
| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 0 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 1 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 2 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 |
| 3 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 |
| 4 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 |
| 5 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 |
| 6 | 48 | 49 | 50 | 51 | 52 | 53 | 54 | 55 |
| 7 | 56 | 57 | 58 | 59 | 60 | 61 | 62 | 63 |
| y | | | | | | | | |

FIG. 8a

[illegible]

FIG. 8b

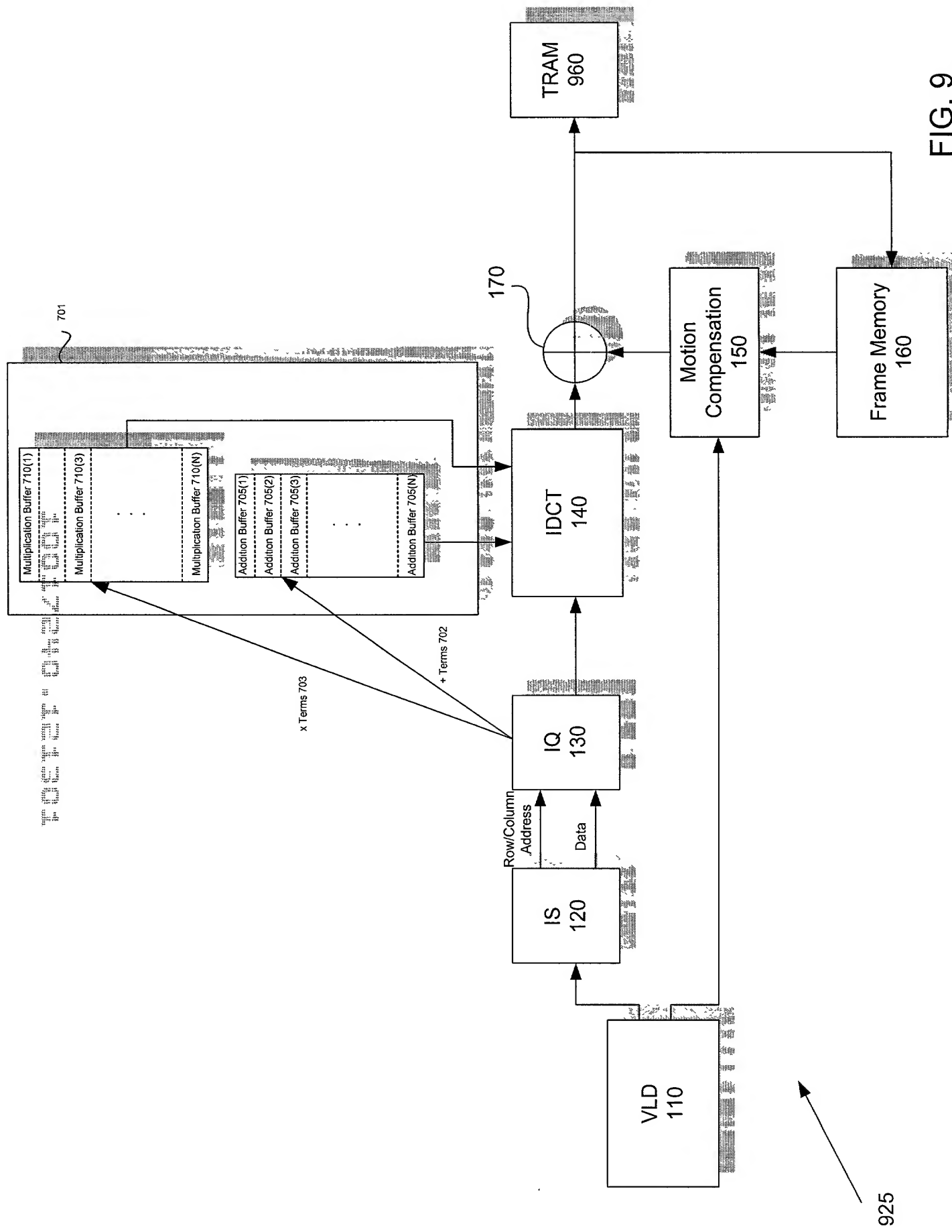


FIG. 9

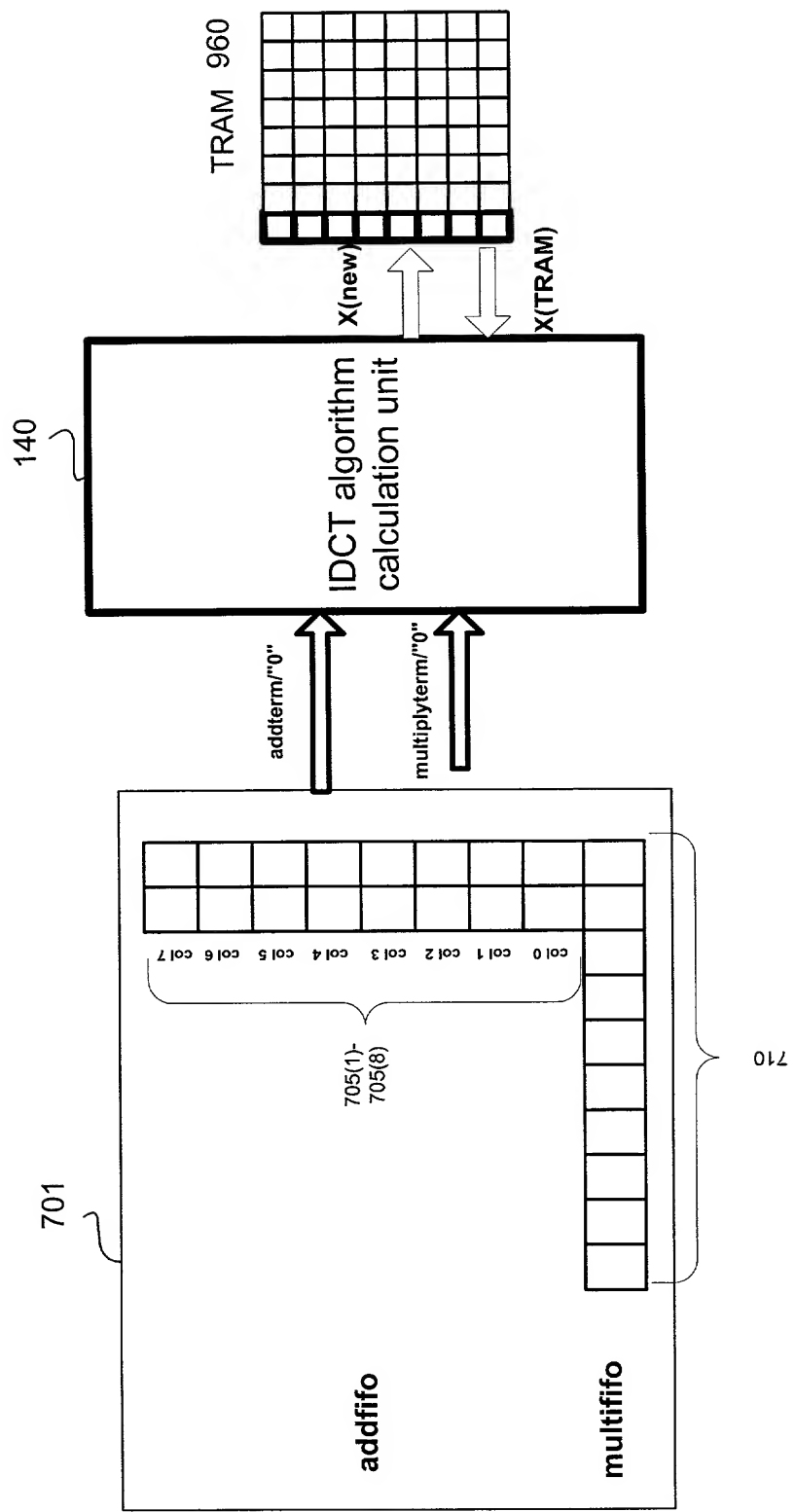


FIG. 10

| | | | | | | | | | |
|---|--|--|--|--|--|--|--|--|---|
| | | | | | | | | | X |
| | | | | | | | | | 7 |
| | | | | | | | | | 6 |
| | | | | | | | | | 5 |
| | | | | | | | | | 4 |
| | | | | | | | | | 3 |
| | | | | | | | | | 2 |
| | | | | | | | | | 1 |
| | | | | | | | | | 0 |
| | | | | | | | | | 9 |
| | | | | | | | | | 8 |
| | | | | | | | | | 7 |
| | | | | | | | | | 6 |
| | | | | | | | | | 5 |
| | | | | | | | | | 4 |
| | | | | | | | | | 3 |
| | | | | | | | | | 2 |
| | | | | | | | | | 1 |
| | | | | | | | | | 0 |
| y | | | | | | | | | x |

FIG. 11

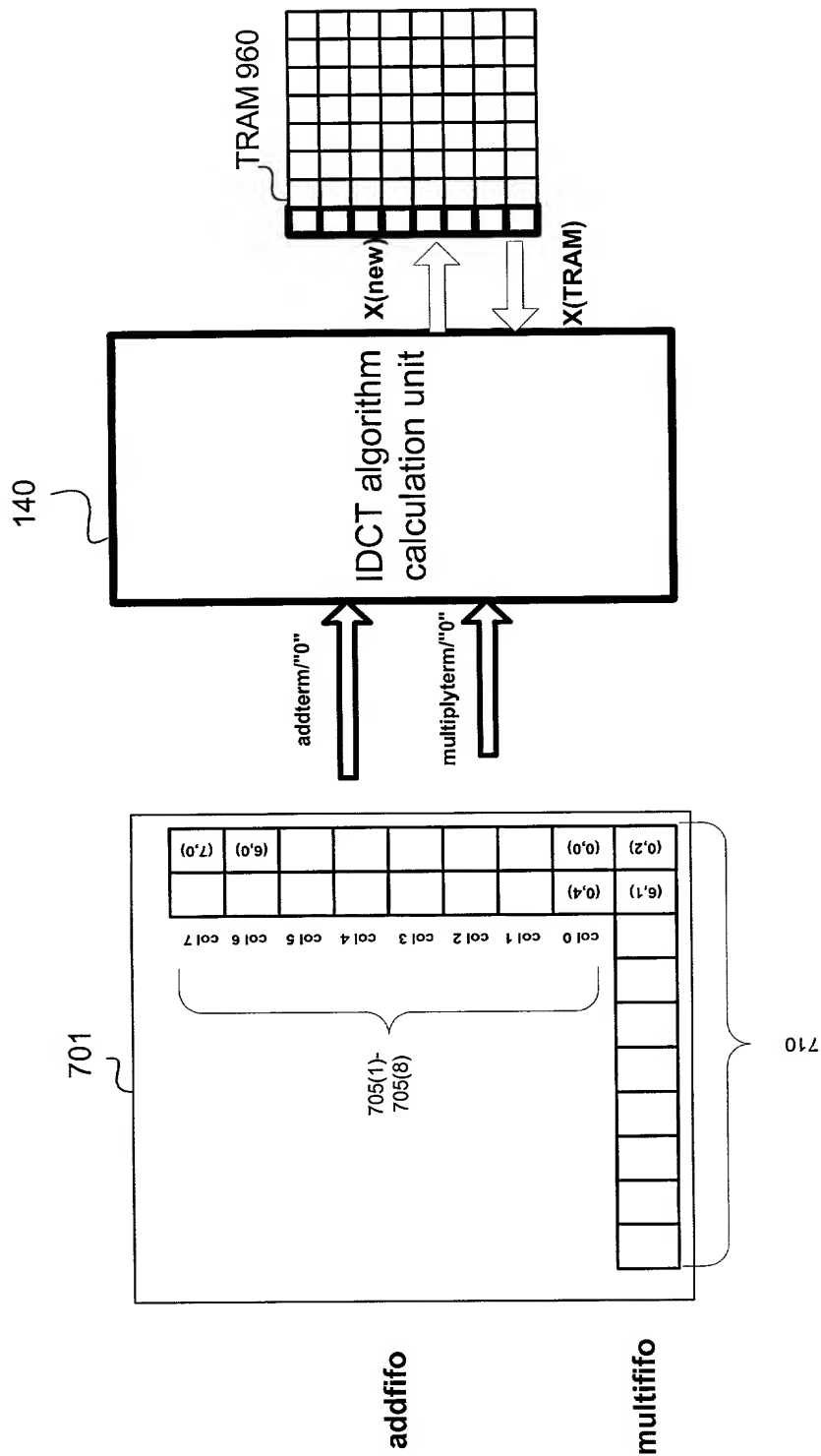


FIG. 12a

FIG. 12b is a block diagram of an IDCT algorithm unit 140. The unit 140 receives two inputs: "addterm/'0'" and "multiplyterm/'0'". The unit 140 outputs two signals: "X(new)" and "X(TrAM)". The "X(TrAM)" signal is connected to a TrAM 960, which is a 10x10 grid. The "X(new)" signal is connected to a 701, which is a 10x10 grid. The 701 is divided into two sections: "addfiffo" and "multififfo". The "addfiffo" section contains a 7x8 grid of cells, with the top row labeled "col 0" through "col 7". The "multififfo" section contains a 3x8 grid of cells. The 701 is also labeled with "705(1)-705(8)".

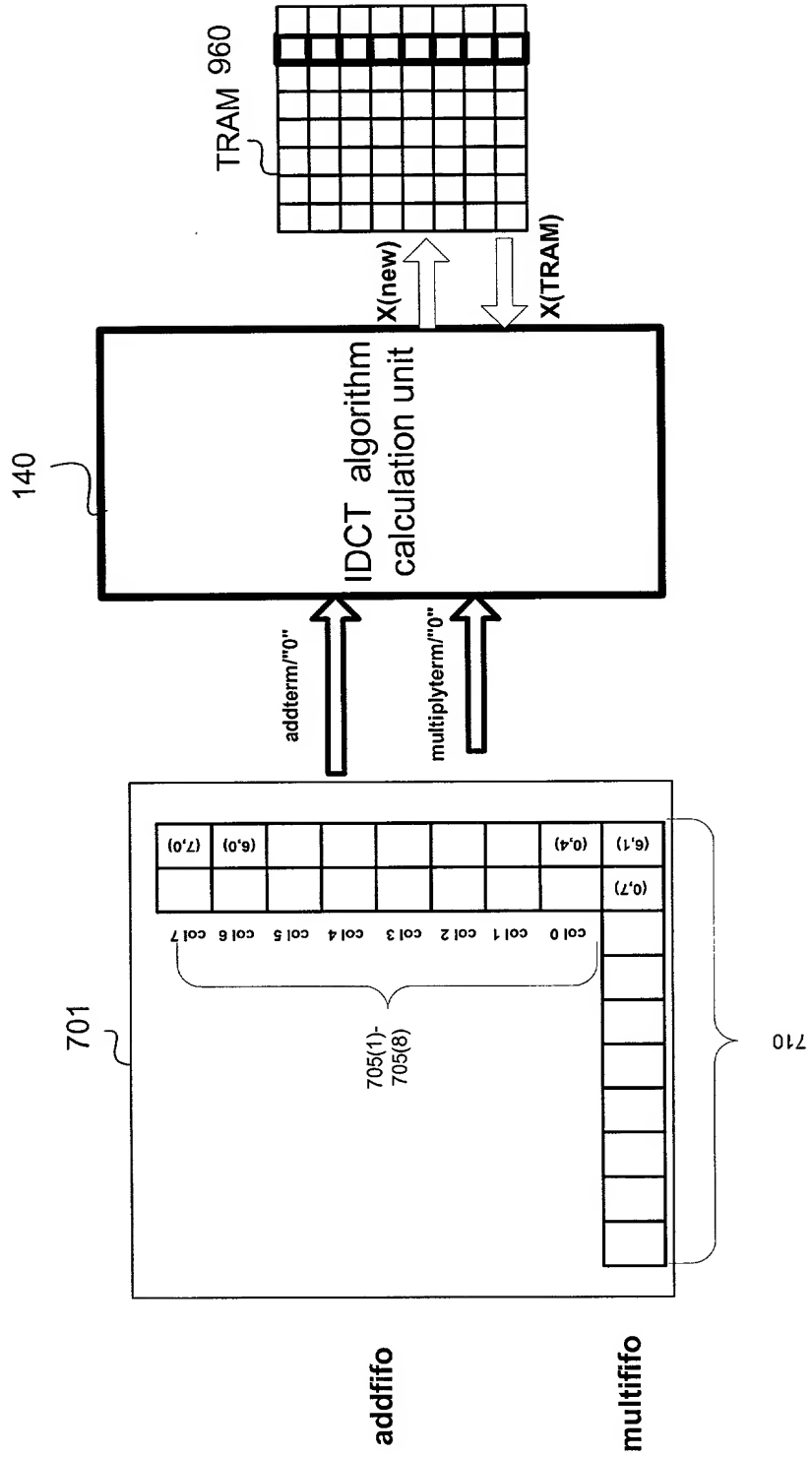


FIG. 12b

FIG. 12c

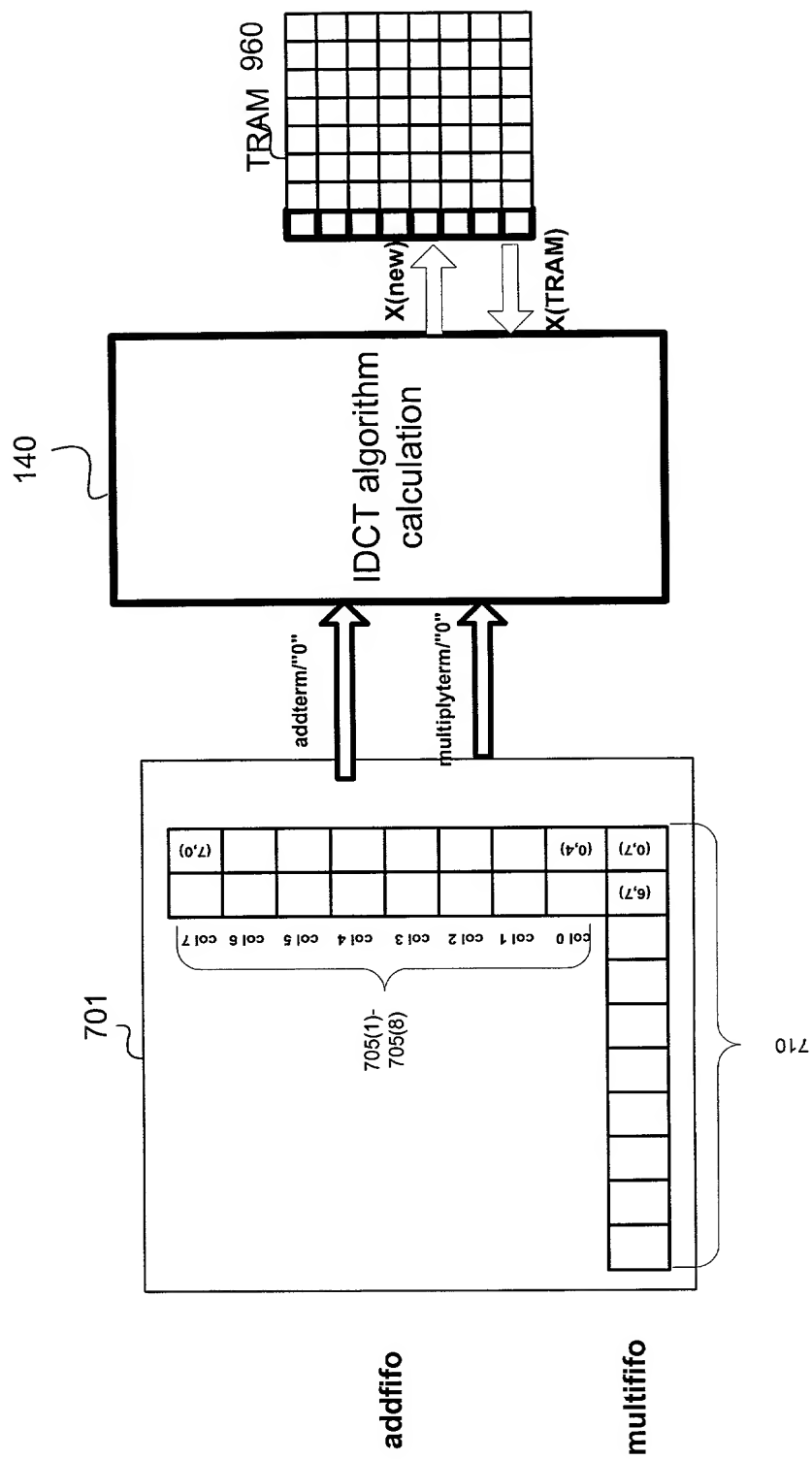


FIG. 12c

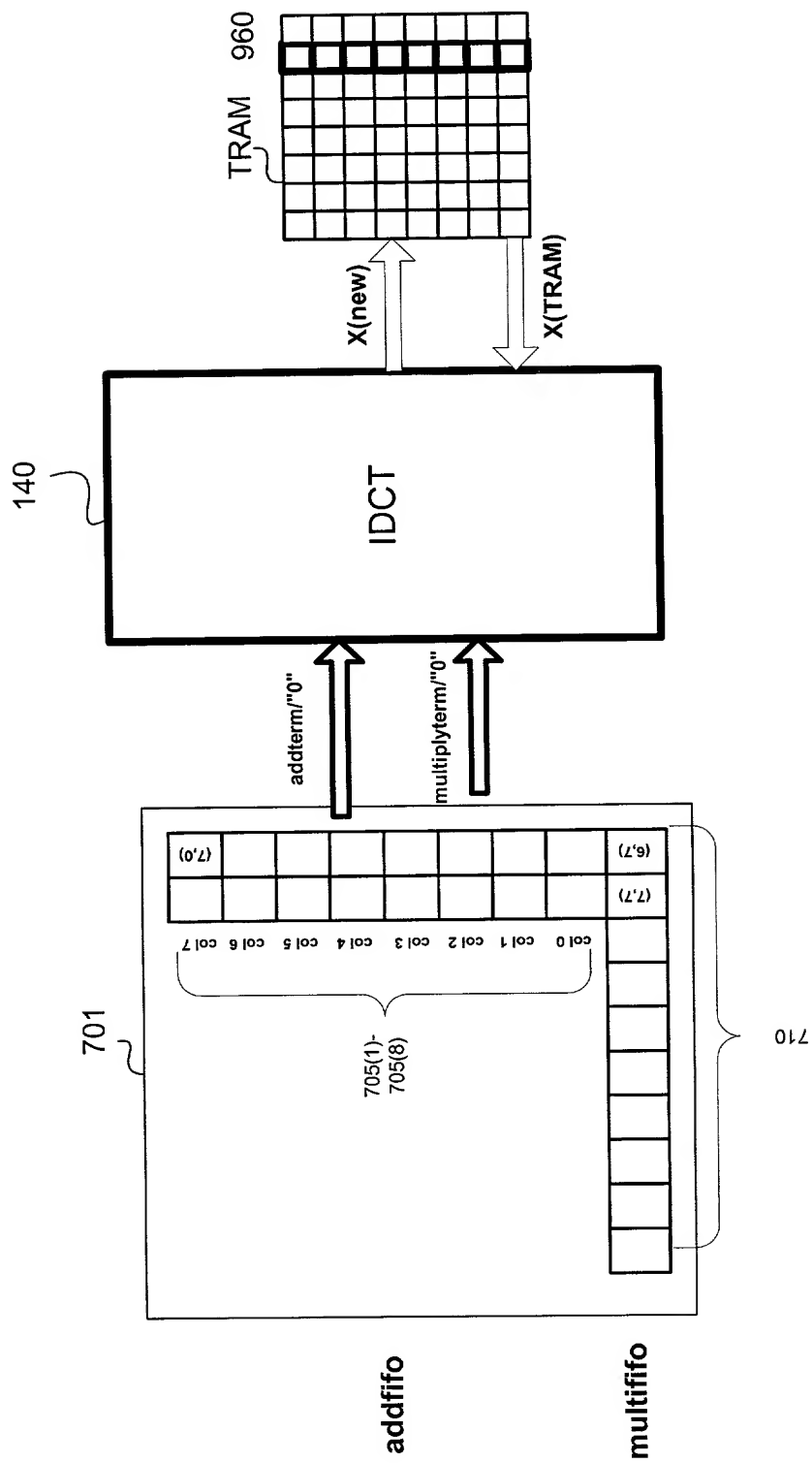


FIG. 12d

FIG. 12e is a block diagram of a system 140 for processing a video signal. The system 140 includes a video input 142, a video processing unit 144, and a video output 146. The video processing unit 144 includes a video decoder 148, a video processor 150, and a video encoder 152. The video decoder 148 receives the video input 142 and outputs a video signal to the video processor 150. The video processor 150 processes the video signal and outputs a video signal to the video encoder 152. The video encoder 152 outputs the video signal to the video output 146.

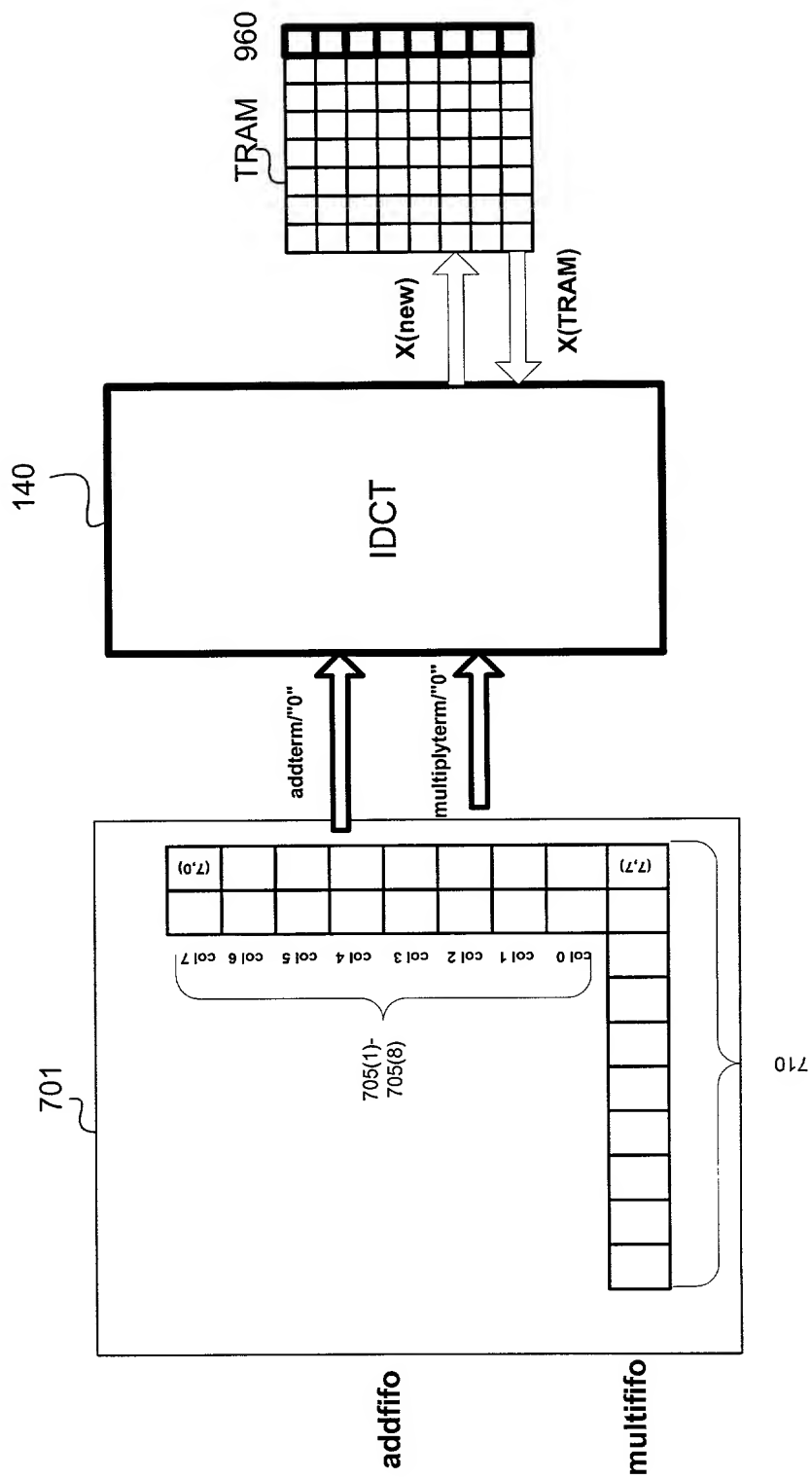


FIG. 12e

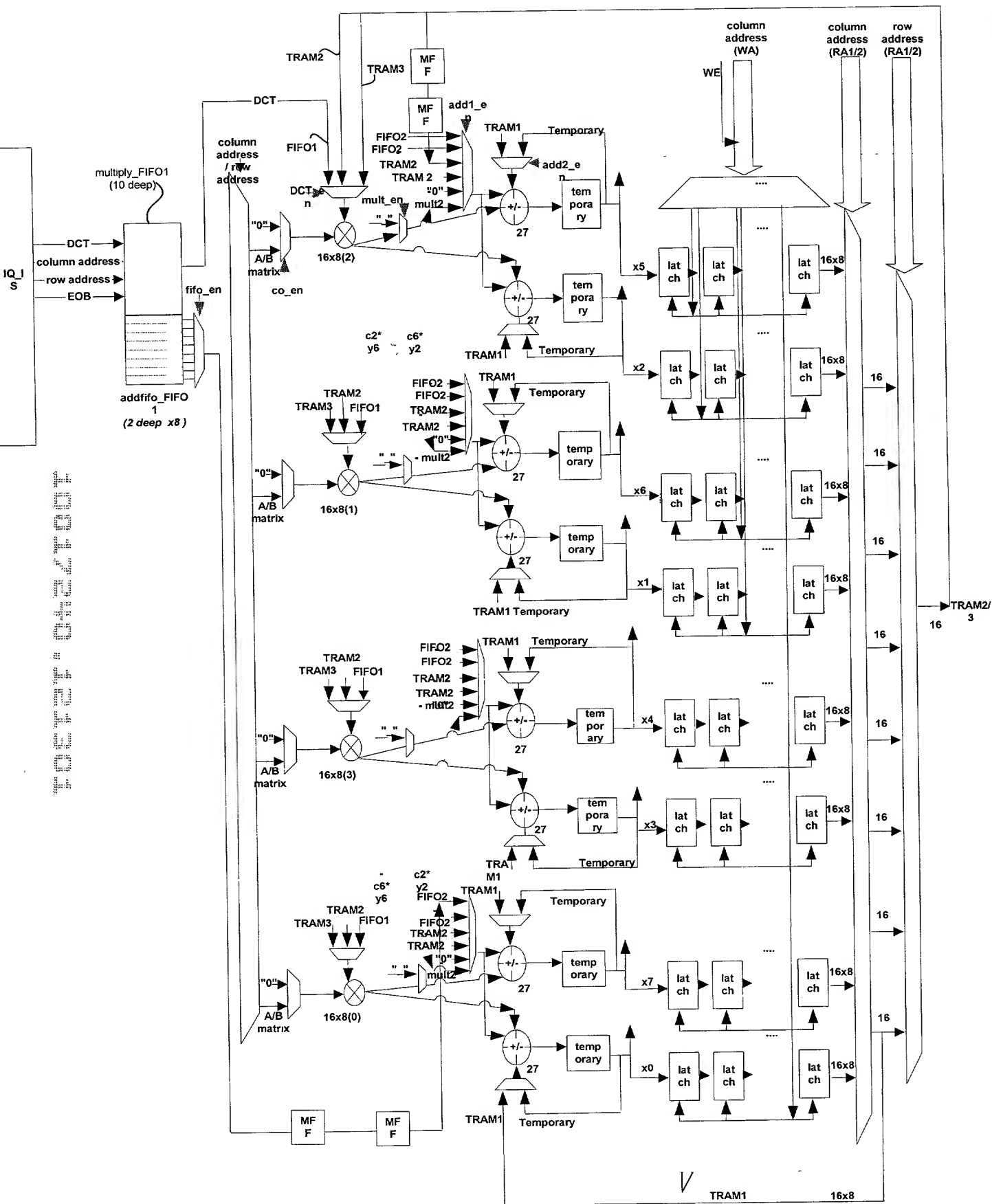


FIG. 13